



**Richard Garriott** ✓  
@RichardGarriott

...

For Ultima I, Ken Arnold (who composed all the early Ultima music) wrote the small but critical role graphic assembly module. Which then inspired me to write all of Ultima ][ in assembly!

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**James B Fudge** @jfudge · 23 feb. 2018

May I ask you a question, @RichardGarriott? What was the first Ultima game you had help with?

5:02 a. m. · 23 feb. 2018 · Twitter for iPhone

3 Retweets 36 Me gusta



**Hans** @hellraisin · 23 feb. 2018

En respuesta a @RichardGarriott

Let's forget efficiency for a while. Do you think it would be humanly possible to write all of SoTA in assembly for a modern complex PC?



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1



**Richard Garriott** ✓ @RichardGarriott · 23 feb. 2018

Much much harder.



1



2



**Hans** @hellraisin · 23 feb. 2018

I'm no programmer but I guess today's compilers are pretty decent at making optimizations that humans (even you, my liege) couldn't spot at first glance?



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**Finley** @m68e3 · 23 feb. 2018

En respuesta a @RichardGarriott

If you can remember, how did you assemble 6502 code for the ][?



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2



**Richard Garriott** ✓ @RichardGarriott · 23 feb. 2018

If memory serves... Originally, I used the tiny built in assembler. I became a fast 3 letter acronym typist. Much later, we had "real" assemblers like one called "Lisa"... but not so sure about that... there was little memory for tools.



1



2



### Personas relevantes



**Richard Garriott** ✓  
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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



**James B Fudge**  
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